

1

Important Information

Getting Started

2

Controls

3

Getting Started

4

Saving Data

How to Play

5

Starting the Game

6

Game Screen

7

On the Plains

8

Preparation Time

9

Raid Time

10

Free Time in the Saloon

Troubleshooting

11

Support Information

Important Information

Thank you for choosing the Dillon's Rolling Western™ game for the Nintendo 3DS™ system.

Please read this manual carefully before using the software. Please also read your Nintendo 3DS Operations Manual for more details and tips to help you enjoy your playing experience.

Health and Safety Information

⚠ IMPORTANT

Before using this software, read all content within the Health and Safety Information application on the HOME Menu.

To access this application, tap the  icon on the HOME Menu, then tap Open and read the contents of each section carefully. When you are finished, press  HOME to return to the HOME Menu.

You should also thoroughly read the Nintendo 3DS Operations Manual, including the Health and Safety Information section, before using Nintendo 3DS™ software.

⚠ CAUTION - STYLUS USE

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

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Software Rating



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2 Controls

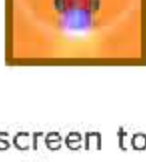
You control Dillon, the hero of this game. Move  to make Dillon walk. Move  farther to make him run.

On the Plains

The following controls are used on the plains.

Dash Roll

Touch the Touch Screen to make Dillon roll up into a ball. Hold the stylus on the Touch Screen and slide it toward you to make Dillon spin. Lift the stylus off the screen to get rolling. It's much faster than running!



Rolling speed increases depending on how far you slide the stylus. Slide and lift the stylus again while Dillon is rolling to make him go faster. You can also repeatedly slide the stylus forward to maintain Dillon's rolling speed. Touch and hold the stylus at one point on the Touch Screen to brake.

Use  to steer while rolling.

Claw Brake

If you press  while rolling, Dillon will use his claws to come to an abrupt halt.



Enter Tower/Mine

Press  near a tower or mine (page 7) to enter it.

Camera

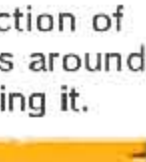
Press  to center the camera behind Dillon while out on the plains.

Battle Controls

The following controls apply during battles (page 9).

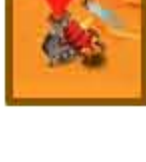
Roll Attack

Touch the Touch Screen to make Dillon roll up into a ball. Slide the stylus and then lift it to send Dillon rolling in the opposite direction. Change the direction of attack by moving the stylus around the Touch Screen before lifting it.



Claw Attack

The moment Dillon hits an enemy with a roll attack, touch the Touch Screen again to perform a claw attack.



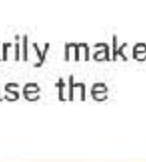
Grind Attack

The moment Dillon performs a successful roll attack, touch the Touch Screen again and hold to grind!



Arma-Mode

Build up Dillon's Arma-Energy by collecting special items that fill up his Arma-Energy meter (page 6). Press  when the meter is full to temporarily make Dillon invincible and increase the power of his grind attack.



Tunnel Attack

Press  while touching the Touch Screen (or vice versa) to burrow underground. While underground, keep  held down, slide the stylus to choose a direction, and then let go to tunnel forward. After a set distance or when you release , Dillon will burst out of the ground and perform a surprise attack!

Note: Grind attacks, Arma-Mode, and tunnel attacks become available later on in the game.

General Controls

The following controls can be used on the plains and in battles.

Access items screen	
Access pause menu	
Select menu item	 / 
Confirm	Touch the Touch Screen

Note: Close your Nintendo 3DS system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.



Save Files Screen



When playing for the first time, choose an empty save file to begin a new game.



Continue Game

Go to the World Map (page 5).

Continue Stage

Continue a game from the previous daily save point (page 4).

Delete Data

Delete a save file.

Deleted data cannot be restored, so please be careful.

4 Saving Data

The game is saved automatically after each location has been cleared (page 5).

Daily Save

It is possible to save your progress after Dillon has finished his business at the end of each day.

Note: Previous daily save data is overwritten each time you save it, so choose No if you do not want to save your latest progress. Also, be aware that if you select Abandon Stage on the pause menu, any daily save data for that stage will be lost.

- Data can be lost due to user actions such as repeatedly powering off and on the system, or removing the SD Card while saving. Data loss may also be caused by poor connectivity, due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

5 Starting the Game

A force of mysterious "rock monsters" has been terrorizing villagers and eating all their livestock, which are known as "scrogs." You control Dillon, a ranger, who is the only one who can defeat the monsters and protect the villages. You must use all the means at your disposal to restore peace to the plains, including managing your funds well, getting rewards for completing quests, and setting up gun towers to help fend off the invaders (page 8).



Scrogs

The locals depend upon these animals for their livelihood. The more scruffles the scrogs get to eat, the greater their numbers grow.



World Map Screen



Choose the town you want to visit.



1

1 Star requirements

Each time you clear a town, you will receive a number of stars and a new location will appear on the World Map. The number of stars required to enter the new location will be displayed. You must have enough stars in order to select a new location.

Returning to Cleared Locations

If you select a location that you have already cleared on the World Map, your best result so far is



displayed on the Touch Screen. You can use your savings to go back to a location and play again with a larger amount of starting money.



The Law of the Land



Dillon spends only three days at each location before moving on. Each day consists of preparation time (page 8), raid time (battling monsters) (page 9), and free time in the saloon (page 10). You clear a location if you can prevent the attacking monsters from eating all of the scrogs over the three-day period. If all the scrogs get eaten, then it's game over!

Results Screen

The results screen is displayed after you clear a location. Stars are awarded depending



on the time taken and the number of quests completed (page 10).

6 Game Screen



① Life gauge

Dillon loses a heart whenever he receives damage. When all the hearts are lost, Dillon will pass out for a while.

② Arma-Energy meter

Collect Arma-Energy (🔵) from enemies and objects to fill up your Arma-Energy meter. You can activate Arma-Mode when the meter is full.

③ Defense gate

Defense gates (page 8) are displayed as new (🚪), slightly damaged (🚪), quite damaged (🚪), or badly damaged (🚪). When there is no gate, 🚪 will be displayed.

④ Number of scrogs

The number of scrogs in the current location.

⑤ Menu

Use items, view your status and quests, or zoom in on and explore the map.

⑥ Money

The current amount of money available.

⑦ Bag icon

Toggle menu display.

Pause Menu

Press to display the pause menu, and choose from the following menu items: Continue, Start from Last Save, Abandon Stage, Return to Title Screen, and Game Guide. Select Game Guide to check out game-play controls and hints.

Villages

You have to protect the villages (page 8) from the marauding monsters that are out to eat all the scrogs.

Towers

Towers are divided into two types: gun towers and watchtowers. Gun towers can be



Gun tower



Watchtower

equipped with weaponry to help defeat the monsters, but watchtowers cannot. Any monsters that enter the field of vision of either tower type are displayed on the map on the Touch Screen.

Scruffles

Scrogs love to eat the scruffles that grow out on the plains. Scruffles come in two variations: white and red.



Mines

Metals and rare earths can be gathered from mines and used to make defense gates. The locations of mines change on a daily basis.



Dens

Monsters flood out of these holes in the earth's crust.



Ancient Ruins

Untold treasures might lie within them.



Rock Pillars

Use dynamite to knock down these ancient pillars and create barricades.



Boulders

Boulders get in the way but can be destroyed with dynamite.



Block Walls

This kind of wall is activated by rolling energy. It can defend against up to five monster attacks. Any monsters that are stopped by a block wall go off in a different direction.



Use the daytime to increase scrog numbers, prepare the village defenses, and explore the plains. When the sky starts turning red, it won't be long before the monsters attack!

The Plains

Collecting Scruffles

Dillon collects scruffles if he touches them.

Down the Mines

Gathering Gems, Ore, and Rare Minerals

Use attacks on the ore piles to extract things from them.

Towers

Repairing

Use money to repair damaged towers.

Building

Building towers lets you get a good view of the surrounding area. The material used to build a tower affects its toughness.

Equipping Weapons

Shotgun	Shotguns have the shortest range, but they are the most efficient at defending the tower against monster assaults.
Gatling Gun	Gatling guns fill the air with lead, but each projectile deals relatively low damage.
Cannon	Cannons deal heavy damage to distant enemies but are slow to reload.
Long Cannon	Long cannons fire heavier ordnance even farther than regular cannons.

Weapons have three power levels. The higher the level, the more power the weapon has. The types of weapons and levels you can use depends on your location in the game.

Villages

Villages close their gates when the sun goes down to keep out the monsters. Unfortunately, this means that Dillon cannot enter either, so pay attention to when the sky changes color.

Donating Scruffles

Increase the number of scrogs in the village by handing over the scruffles you've collected.



Building Defense Gates

Defense gates help stop monsters from getting into a village. Use collected ore to fill



up the defense-gate meter. The gate is installed and ready when the meter is full.

Defense gates can be damaged by invading monsters. However, you can use more ore to repair damaged gates.

Trading

You can buy and sell items in villages. The types of items you can buy increase as you progress through the game.

Note: It is not possible to buy equipment for Dillon (page 10) on this screen.

Taking a Siesta

It is possible to skip the preparation and start the raid immediately.

Note: You can only do this in locations you have already cleared once.

The monsters always attack at sundown when the sky turns completely red. Work in conjunction with your towers to defend the village from the invaders. Get close to a monster on the plains to start a battle automatically.



Remaining/total
monsters

Turning Tail

The escape meter is displayed if you try to leave the edge of the battlefield by crossing the yellow line. Dillon will escape from a battle when the meter is full.



Little Monsters

Monsters become smaller if they are sufficiently damaged by gun towers. Any miniaturized monsters that you encounter on the plains can be defeated instantly by rolling into them at top speed.

Buying Equipment

Use the money in your possession to buy equipment. The variety and strength of equipment you can buy increases as you progress through the game.

Practicing Skills

You can get used to the controls and practice your attacks against barrels as much as you like.

Eating

Paying for meals with your hard-earned cash helps restore lost hearts.

Quests

You can undertake a variety of quests. You'll reap the rewards if you succeed, but if you fail, you'll pay a penalty.

Resting

Finish your business for the day.



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INSTALLATION, MAINTENANCE
OR SERVICE?**

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